BAN DAI® Asst. : 28340 UK

6+

CATCHA BEAST! REEL IT IN!

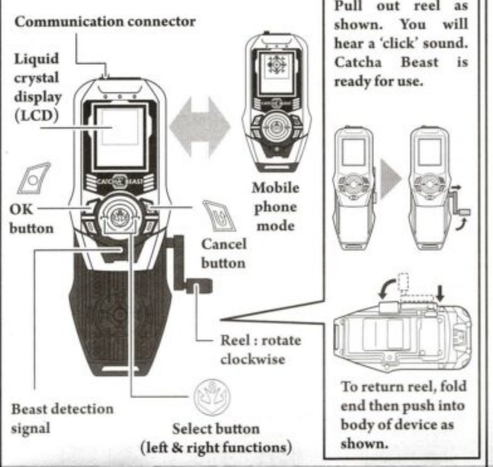
INSTRUCTION SHEET

CAUTION: PLEASE READ BEFORE PLAYING WITH TOY

GB - Do not 1) aim toy at anyone. 2) hit anyone with toy, 3) poke anyone with toy, 4) swing toy at anyone. Be careful not to pinch fingers with hinged parts of toy. 5) Do not stand on toy, as it may result in serious injury!

1 EXPLANATION OF MAIN PARTS

Slide upper cover to transform into rod mode for beast catching.

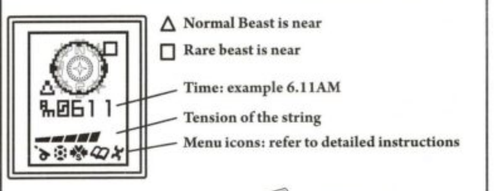


Pull out reel as shown. You will hear a 'click' sound. Catcha Beast is ready for use.

To return reel, fold end then push into body of device as shown.

This product has a power saving mode (stand by). When the device is not activated for more than 3 minutes, it switches to power save mode (stand by). Press the CANCEL button to restore power.

Explanation of the screen



To access E.CASE Mode press

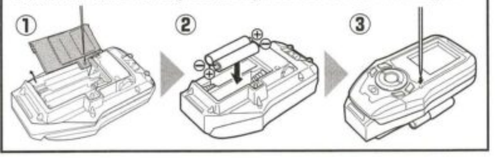
To check time and date press

2 HOW TO INSERT BATTERIES AND RESET DEVICE

Inserting Batteries

1) Use a pointed object such as pen to press the battery cover release button then slide off the cover.
2) Insert 2 AAA (1.5V) batteries. (Batteries not included.) Replace battery cover.
3) Turn the device over and using a pointed object such as a pen, press the RESET button.

Under the environment with electrostatic discharge, the sample may malfunction and memory lost. It requires user to reset the sample.



Data Reset

You will have to check the date, time and calibrate Catcha Beast – refer to these sections for detailed instructions.

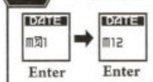
If you press the reset button, the screen on the right will be displayed. If you wish to erase your data and start from the beginning choose YES. It will ask SURE? Answer YES again and all data will be erased. If you wish to continue where you left off, choose NO. You will have to check the date and time and calibrate Catcha Beast. You can then continue where you left off.

Replacing batteries

When the batteries are exhausted the screen on the right will be displayed.
Use a pointed object such as pen to press the battery cover release button then slide off the cover. Insert 2 AAA (1.5V) batteries. (Batteries not included.) Replace battery cover.

GB - In order to protect the environment, please do not dispose of this product with your household waste. Please dispose of it at a designated collection facility in your area.

3 HOW TO SET DATE AND TIME



Enter first digit. Enter second digit.

SET THE MONTH (M)

Choose the first digit of the month (either 0 or 1) by pressing left or right on select button then press OK button. Choose the second digit of the month (0-9) by pressing the left or right on the SELECT button then press OK button. If you make a mistake, press the CANCEL button to re-enter correct digit.

Enter first digit. Enter second digit.

SET THE DAY (D)

Choose the first digit of the day (either 0 -3) by pressing left or right on SELECT button then press OK button. Choose the second digit of the day (0-9) by pressing the left or right on the SELECT button then press OK button. If you make a mistake, press the CANCEL button to re-enter correct digit.

Choose AM/PM Enter using OK button

SET THE TIME

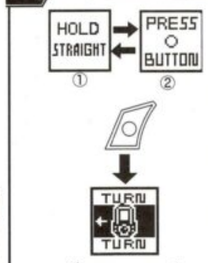
Choose AM or PM by pressing left or right on SELECT button then press OK button. Set the hour (1-12) by pressing left or right on SELECT button then press OK button. Set the first digit of the minutes (0-5) by pressing left or right on SELECT button then press OK button. Set the second digit of the minutes (0-9) by pressing left or right on SELECT button then press OK button.
PLEASE NOTE: For this toy 12:00 noon should be set as PM12:00. 12:00 midnight should be set as AM12:00.

RESETTING DATE AFTER DATA RESET

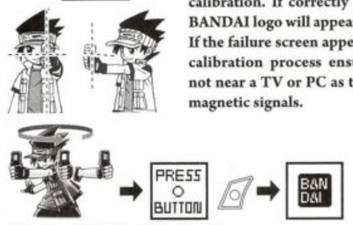
When resetting date after data reset if the month is 10-11-12 you need to set second digit, then go back and set first digit. Example 12th – press OK to move onto second digit. Use left or right to select 2 then press CANCEL button. Use left or right to select 1 then press OK. Setting rest of date is same as above.

SPECIAL NOTE: This device does not recognise a 'leap year' in the calendar. You will need to reset the date during a leap year.
You can not input a date that does not exist.

4 CALIBRATING YOUR DEVICE



Catcha Beast has a built in digital compass. It is very important that your device is calibrated otherwise you will not be able to catch beasts! Once the time has been set the screen will change. Hold the Catcha Beast device straight in front of you, at eye level as shown in the diagram. Press the OK button, then rotate 360° in the direction of the arrow shown on the screen. After one complete rotation, press the OK button again to end calibration. If correctly calibrated the BANDAI logo will appear.
If the failure screen appears, repeat the calibration process ensuring you are not near a TV or PC as these also emit magnetic signals.



Rotate 360° in direction of arrow.

5 TYPES OF BEAST

Beasts come in many different sizes, weight and types.

① SMALL BEAST : Small beasts appear everywhere and at anytime – just open your device to find one! Capture small beast to improve your hunter level. Sell them to the shopkeeper to get gold or exchange them for weapons. Use these to help you capture bigger and rare beasts.

② RARE BEAST : Rare beasts only appear under certain conditions!

TIME – these rare beast appear at a fixed time during the day or a fixed day of the month.

LURE TYPE – Select and use the different lures to attract rare beast.

ATTENTION!! You must respond quickly as their appearance lasts for only one minute before they disappear.

TYPES OF PARTNER

Partner beast – Select from your E-CASE. When used during a battle, it will reduce the strength of the beast. Use when beast is feeling tired

TYPE	Example of Partner Beast	Effective against
Water	Drops	FIRE type
Earth	Jewelogger	WATER type
Poison	Oct Boarder	EARTH type
Steel	Gotcha	ELECTRICITY type
Wind	I-Hawk	POISON type
Fire	Aggeler	STEEL type
Electricity	Startle	GHOST type
Ghost	Nyantom	WIND type

WEAPON LIST

Weapons can either be purchased from the shop or can be obtained by exchanging beast in the shop. Weapons can be used once.

- Thunder line – reduces the strength of ICE type beasts.
- Fire line - reduces the strength of STEEL type beasts.
- Wind line - breduces the strength of POISON type beasts.
- Iron line - reduces the strength of FIRE type beasts.
- Strong line – slows down the rising of the tension gauge. Is used throughout the whole battle.
- Legend net - ????
- Legend arrow - ?????
- Electric reel - ????
- Poison – when used will stun the beast. It will not be able to move for a few moments. Use when beast is feeling tired
- Hi-powered reel - ???? Is used throughout the whole battle.

6 DIFFERENT WAYS TO CATCH BEAST

① Small beast hunting

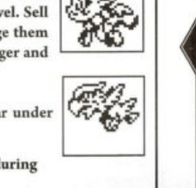
Advantages

You can capture at anytime, everywhere – supply of small beast is plentiful!

Disadvantages

Amount of gold and experience points received are low.

Different beasts appear depending on the time of the day (example morning, evening)



② Time hunting

If you know the time the rare beast will appear, prepare yourself for the battle! Even if the beast has previously escaped, you can challenge it again at the same time on the next day. Use the MAIL function in the DATA menu to find out important info that will prepare you for your next encounter.

Advantages

Good way to capture rare beast.

Disadvantages

You are restricted to fixed time/date to capture.

Different beasts appear depending on your hunter level.

③ Lure hunting

If you want to capture a particular type of beast (example ICE) use lure hunting. Your hunter level also influences the type of beasts that are attracted to your lure.
Please note if you have a lure selected and ignore calls 5 times from roaming beast, the lure will be deactivated. You will not loose the lure.

Advantages

Allows you to concentrate on capturing particular type of beast. Challenge again and again until you capture the target beast.

Disadvantages

You cannot use timed hunting when you are lure hunting.

7 LETS CATCH SOME BEAST!

① Slide the screen upwards to activate rod mode and change to rod screen. Remove the reel, then hold the Catcha Beast device straight in front of you, at eye level, and then start rotating.

Hold the device straight in front of you, at eye level. If you hold at an angle or facing down you will not be able to see and detect beast clearly.

② Along the bottom of the screen is a meter – keep an eye on this as when you are close to a beast, this will start to fill. When it reaches the top, rotate reel slowly in a clockwise direction to try and hook the beast.

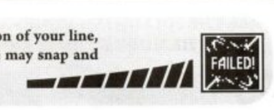
③ If you are successful the screen will change to the HIT screen.

④ You are then asked whether you want to use a WEAPON. If you are playing for the first time you will not have any weapons so you will need to select NO. If you have beasts in your E-CASE or have weapons, select YES to use them and help you catch bigger beast.

⑤ The beast will now escape, rotate in the direction of the arrow on the screen to try and recapture it.

⑥ When the beast becomes tired it will stop on the screen, start reeling in a clockwise direction now! You must try and get its meter down to nothing. Be patient as you may need to repeat this process several times before you finally capture the beast.

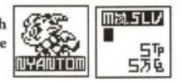
Pay attention to the tension of your line, if it gets too high, the line may snap and your beast will escape.



⑦ Beware as the beasts will retaliate and fire at you. If this happens quickly rotate left or right to avoid the attack.

⑧ If you successfully manage to capture the beast, the CAUGHT!! Screen will appear.

⑨ Press the OK button to scroll through the data for the beast, receive treasure points (TP) and gold (GG).



⑩ Once the CLOSE screen appears, return to mobile phone mode.

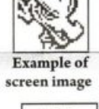
Press right on the SELECT button until E-CASE appears on the screen then press OK button to store the beast.

you can exchange beast into money

WARNING: If you have caught a beast, do not return it to mobile phone mode until it says CLOSE, as the beast will disappear and data related to this beast will be deleted.

8 LETS CATCH STRONGER BEAST!

① Your Catcha Beast will notify you (you will hear sound, red light will flash, image of beast appears on screen) if there is a chance to capture a **stronger beast. First follow steps 1-3 from previous section.**

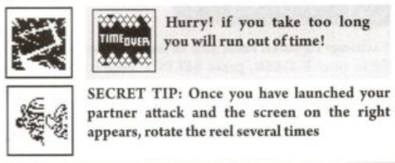


Example of screen image

② If you have a special item or partner beast, select and use in the battle.

Choose weapon Partner Beast

③ When the beast becomes tired, press the OK button to release your weapon or partner beast



Hurry! if you take too long you will run out of time!

SECRET TIP: Once you have launched your partner attack and the screen on the right appears, rotate the reel several times

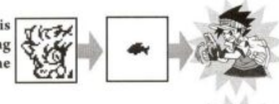
9 SPECIAL ACTIONS OF BEAST DURING A BATTLE

During the battle, the beast may take some special actions.

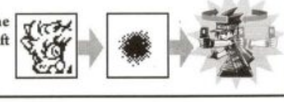
① Move! Chase the beast in the direction of the arrow.

② Beast is tired. When the beast becomes tired and stops, now is your chance to reel in the beast. You can also use your WEAPON or PARTNER beast now – press OK button.

③ Escape. The beast is escaping; start reeling now otherwise the beast will escape.



④ Attack. Avoid the attack by rotating left or right.



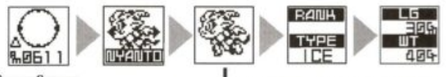
ALL THE FOLLOWING MODES ARE ACCESSED FROM THE MOBILE PHONE MODE.

10 E-CASE MODE

Here you train (feed) your beast. You can keep and train up to 3 beasts in your E-CASE.
On sonar screen, press OK button. You can train (feed) your Partner beasts and check their data.

Press OK button to move to the next screen

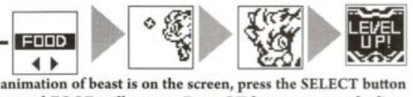
See detailed description in DATA MENU section



Sonar Screen

Training

Press OK button on the animation screen to move to training (feeding) mode



When animation of beast is on the screen, press the SELECT button and the word FOOD will appear. Press OK button to start feeding. Press OK button to drop food. Timing is important. You cannot feed your beast when it's full.
Wait until later or after a battle and try again. After you've fed your beast a certain amount of food, its level will increase. When your E-CASE is full and you want to insert a new beast, choose one and replace it.

11 SHOPKEEPER

You can buy items, convert captured beast into gold or exchange for weapons.

BUY

Use gold to buy items. Press SELECT button to choose item then press OK button. If you do not have enough gold you will not be able to buy the item.

SELL

You can sell captured beast or beast in your E-CASE. When you want to sell the beast in your E-CASE, press SELECT button to choose beast, then press OK button. The beast will disappear from the E-CASE once it's converted into gold.

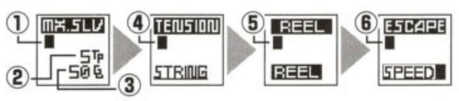
EXCHANGE

Exchange captured beast into an item. If you want to convert a beast from your E-CASE, press SELECT button to choose beast, then press OK button. The beast will disappear from the E-CASE once it's converted into an item.

12 ROD CUSTOMISATION

You can set a lure or check your rod status.

ROD STATUS



By collecting Treasure Points you can raise the rods various levels.

1) Hunter level (max. 5)
2) Treasure points (max. 9999)
3) Gold (max. 9990)
4) Power of rotating reel (max. 5)
5) String tension (max. 5)
6) Escape speed at avoiding attacks from beasts (max. 5)

LURE

Set lure. It should attract a beast in 30-60 seconds. You can hold one lure of each kind of lure. Use the SELECT button to choose a lure and press the OK button.

Rotate reel whilst on the sonar screen to increase the probability of beast appearing. Rotating the reel at different speed attract certain types of beast.
Once the lure has been used once, it will disappear.
If you have a lure selected and ignore calls 5 times from roaming beast, the lure will be deactivated. You will not loose the lure.

Use this icon if you wish to de-active the lure.

CHECK WEAPON

Check which weapons you are carrying. You cannot check your Partner beast or select weapons from this menu.

13 COMMUNICATION & BATTLE MODES

In this menu you can play special single player game, battle against a friend (another Catcha Beast is required – sold separately) or trade lures.

1 PLAYER GAME

You have around 60 seconds to catch as many beasts as you can.
Even If your line snaps, you can still continue.

Choose battle world.
Weapon or Partner beast can be used here.
Start battle!
Total gold earned
Number of beasts caught
Level of battle world

You can obtain gold, however the data of the captured beasts will not be recorded. You cannot store captured beasts in your E-CASE.
Gold and treasure points received in single player game are low.

Password
Enter a special password to play a very special single player game where you can find mysterious beasts that only appear in this game. Beasts caught in this special game will be recorded in your data book and can be stored in your E-CASE.

For other secret codes go to: **http://www.catchabeast.eu**

2 PLAYER GAME

Connect two Catcha Beast (each sold separately) and select 2 Player battle to play against your friend. In this game you must try and capture your opponents beast. If you catch the beast of your opponent, you can keep it for yourself. The loser will not loose their beast. You can use a Partner beast twice during the battle.

Choose the Beast for battle!
Connection standby screen
Connect!

SELECT = Select
GAUST!

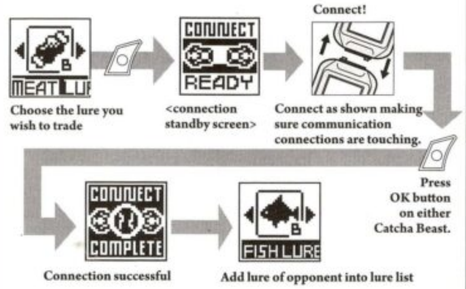
Connect as shown making sure communication connections are touching.

OPEN! Battle start!
Time limit is around 75 seconds to catch your opponent's beast.
Time required to catch your opponent's beast
Restart from connection standby screen

- Check if <connection standby screen> is ready on both screens.
- If you do not have any beast in your E-CASE you cannot play a 2-player battle.
- Communication cannot be carried out under the following conditions: Connectors are separated or connectors are not correctly positioned

TRADE

Use this function to trade the R (Red) and B (Blue) versions of lures. Connect two Catcha Beast (each sold separately) and select TRADE to trade lures with your friend.



Choose the lure you wish to trade
<connection standby screen>
Connect as shown making sure communication connections are touching.
Press OK button on either Catcha Beast.
Connection successful
Add lure of opponent into lure list

Please note you can only trade like lures – example Meat Lure R with Meat Lure B. Once you have traded, your lure will not disappear.

14 DATA MENU

CAPTURED BEAST DATA
Accessed whilst in mobile phone mode.
You can check the data of captured beasts or beast encountered/hooked in battles.

RECORD

Check the data of captured beasts. Shows the number of beasts caught. It also show information of beasts hooked, but does not mean you have captured them!

Use SELECT button to choose RANK (the higher, the more difficult they are to catch) and press OK button.
Use SELECT button to choose the beast you wish to view, then press OK button. Press OK button to scroll through data on the screen.

Name of beast
Beasts which you have caught will have a * before the name of the beast and a special code after the name.

Animation

Rank
Hunter level needed for detecting the beast. (Blue / Red means it only appears on this colour version. If no colour is shown it appears on both versions.)

Direction in which beast appears.
Time of appearance.

Type

Lure best to attract this beast. If there is no B or R letter at the end of lure name, it means its effective for both types

Average size of beast (GM)
Average weight of beast (GT)

Beast Code (B-CODE)

Do you have a Beast Code (B-Code)? B-Codes can be obtained from the Catcha Beast website. Use these codes to view data of beasts you have not discovered or hard to catch.

If ???? appears in the data it means you have have hooked this beast – but not yet caught. If "!" appears in front of the lure name – example ! Fish Lure Blue – this mean you need to do 3 things to catch this beast. Use this type lure at the exact time with the correct hunter level. For B-Codes check out **www.catchabeast.eu**

Beast Code Special Information!

① Chaidragon ⇒ 89018 ② Kizerk ⇒ 20070 ③ Palfin ⇒ 54767 ④ Otamaru ⇒ 69306
⑤ Patch Soul ⇒ 18404 ⑥ Aquarigon ⇒ 53299 ⑦ I-Hawk ⇒ 29621 ⑧ Startle ⇒ 43940
⑨ Zonbi Fish ⇒ 44603 ⑩ Grand Tiger ⇒ 39739

If you hook a beast, but don't catch it, brief data will be captured. Scroll through the data using the OK button and you will get to the MAIL option. Use the SELECT button to choose YES and press OK to receive data for this beast. You will need to write it down, as this information will not be saved.

15 OPTIONS

Option mode: Use the SELECT button to scroll through the menus and press OK button.

Sound

You can choose to turn sound ON/OFF

Date

Date and Time can be adjusted.

Config

If your Catcha Beast is not working correctly, it may need re-calibrating. See CALIBRATING YOUR DEVICE section

Adjust

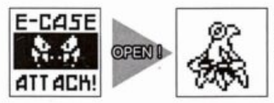
This section is very important – as it actually explains how to switch off your catcha beast!
Catcha Beast is designed to detect and attract beast that correspond with your hunter level (0-5) so level 1 will attract beasts which are level 1. In later stages of the game you may wish to go back and catch lower level beast to complete your collection, so use this function then. If you adjust to level 0 (no bars showing) no beast will appear – set to this level if you do not wish to play Catcha Beast. Use the SELECT button to scroll through to the ADJUST menu and press OK button. Use the SELECT button (left or right) to increase/decrease level. Please note you cannot increase to a higher level that you have achieved.

16 SPECIAL BATTLES

Whilst your Catcha Beast is in mobile phone mode you may see two special battle events (see below). Quick change to rode mode and prepare for battle!

E-CASE attack!

Your E-CASE beasts are under attack! Protect your Partner beast otherwise it may be eaten. There are various way to fend off an E-CASE ATTACK. Try to catch the attacking beast, but do not let your string snap – even if you run out of time, your Partner beast will be safe. Catch the beast!



You must protect the Partner beast in your E-CASE.

Appearance of a group of beasts

When a group of beast is detected, it's a good chance to obtain Treasure points and gold.

Catch the beast one after another until your time runs out. Beasts caught cannot be stored in your E-CASE and will not be stored in your Captured Data.

17 OBJECTIVES OF THE GAME

This is how you can finish the game!

Step ① Capture many small beasts to accumulate treasure points. These will help you raise your hunter level and allow you to attract and catch higher-level beast.

Step ② Trade Red and Blue lures with your friends. Train the beasts in you E-CASE to allow you to attract and catch higher-level beast.

Step ③ When you capture one of the 7 great beasts, exchange it with the shopkeeper to receive the Treasure lure (TR Lure). Use this to attract and catch the remaining 6 great beasts.

Step ④ Once you have captured all 7 great beasts, the shopkeeper will sell you the Super Treasure lure (STR Lure).

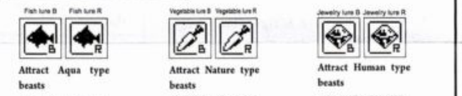
Step ⑤ Use the TR Lure to attract and catch the final end of game beast.

There are 105 beasts, however you cannot capture all on just 1 version of Catcha Beast. There are 41 beasts that can be caught on both Red and Blue versions, 31 beasts appear on the Red version, 31 beasts appear on the Blue version. 2 beasts you need to discover! There are beasts that only appear in Red version and vice versa with the Blue version. To attract and catch these beasts in your version – trade lures with your friends. They can also be obtained when playing 2-player game – if you successfully catch your opponent's beast.

LURE LIST

Lures can be received by exchanging beasts into items at the shop. There are many types of lures and two colours BLUE (received from Blue version of Catcha Beast) and RED (received from Red version of Catcha Beast.) You can receive other colour lures if you communicate with other colour versions (sold separately).

Race Lure



Attract Aqua type beasts
Attract Nature type beasts
Attract Human type beasts

Attract Darkness type beasts
Attract Dragon type beasts
Attract Machine type beasts

Attract Illusionary type beasts
Attract Fly type beasts

TR Lure

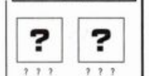
Attract 7 top ranking beasts

TR lure will not disappear after use.

STR Lure

Attract final end of game beast

? ? ?



There are also some mysterious lures – see if you can find them.

CAUTION: PLEASE READ BEFORE PLAYING WITH TOY

So that you do not cause injuries to yourself or others, only play with Catcha Beast in a safe place with plenty of space around you and where there are no dangers such as cars and roads. This device works by detecting magnet signals. It will not function well next to metal objects, near electrical devices such as TV's and PC's, underground or inside buildings made of reinforced concrete. Please note due to temperature and other environmental conditions, the direction shown on the screen of this toy may vary from actual direction (example you may be facing North but screen shows East).
This will not affect the game.

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GB- Warning: Not suitable for children under 36 months - Contains small parts which could be swallowed. Colours, contents and decoration of contents may vary. Not all products will be available in your country. Retain packaging as it contains important information. Only use batteries of the same or equivalent type as indicated. Batteries must be inserted with the correct polarity (see diagram). Do not short-circuit the supply terminals. Do not attempt to recharge non-rechargeable batteries. Rechargeable batteries must be taken out of the toy before being recharged. Rechargeable batteries must be charged under adult supervision. Do not mix different battery types or new and used batteries. Remove dead batteries from the toy and all batteries from the toy if you do not use it for a long time. Supervise children if they are replacing batteries themselves to ensure these guidelines are followed. Store unused batteries in their packaging and away from metal objects which can cause a short-circuit. Caution: Keep batteries away from children. Batteries may be harmful if swallowed. Under the environment with electrostatic discharge, the sample may malfunction and memory lost. It requires user to reset the sample. Manufactured in China. Distributed by: Bandai (UK) Ltd, Hedge End, Southampton, S030 2AF, England. For further information email : customerservices@bandai.co.uk or online at www.bandai.co.uk